

Listing of Claims:

This listing of claims reflects all claim amendments and replaces all prior versions, and listings, of claims in the application. Material to be inserted is in **bold and underline**, and material to be deleted is in ~~strikeout~~ or (if the deletion is of five or fewer consecutive characters or would be difficult to see) in double brackets [[]].

1. (CURRENTLY AMENDED) A game for at least two players, comprising:

a plurality of moveable game pieces, each game piece including a first face and a second face, each face having player alignment indicia and directional indicia ~~indicating~~ **adapted to indicate** a direction; and

a playing surface marked with predefined spaces;

wherein player alignment indicia on the first face of each game piece ~~represents~~ **is adapted to represent** a first player alignment and player alignment indicia on the second face of each game piece ~~represents~~ **is adapted to represent** a second player alignment; and

wherein each game piece is configured to display one face when the game piece is placed on the playing surface.

2. (ORIGINAL) The game of claim 1 wherein player alignment indicia is represented by one or more graphic images.

3. (ORIGINAL) The game of claim 1 wherein player alignment indicia is based on color.

4. (ORIGINAL) The game of claim 2 wherein directional indicia is represented by an

arrow.

5. (ORIGINAL) The game of claim 1, wherein each game piece is configured to be manipulated to change a direction indicated by the directional indicia on the displayed face without changing a player alignment indicia on the displayed face.

6. (ORIGINAL) The game of claim 5, wherein each game piece is generally flat and configured to substantially conform in shape with at least some of the predefined spaces.

7. (ORIGINAL) The game of claim 6, wherein each of the predefined spaces is substantially adjacent to another of the predefined spaces

8. (ORIGINAL) The game of claim 7, wherein the predefined spaces are arranged substantially in a grid.

9. (CURRENTLY AMENDED) A game for at least two players, comprising:

a plurality of movable two-sided game pieces, each side of which includes player alignment indicia and directional indicia ~~indicating~~ adapted to indicate a direction; and

a playing surface marked with predefined spaces, wherein each game piece is configured to substantially conform in shape with at least some of the predefined spaces, and wherein each of the predefined spaces is substantially adjacent to another of the predefined spaces;

wherein each game piece is configured to display one side when the game piece is placed on the playing surface.

10. (CURRENTLY AMENDED) A method of playing a game, comprising:

providing plural moveable game pieces, each game piece including a first face bearing first player alignment indicia and directional indicia adapted to indicate a direction, and a second face bearing second player alignment indicia and directional indicia adapted to indicate a direction;

arranging the game pieces on predefined spaces on a game board such that at least one game piece displays first player alignment indicia and at least one game piece displays second player alignment indicia;

manipulating a game piece; and

comparing the player alignment indicia displayed on a first game piece to that displayed on a second game piece indicated by the directional indicia displayed on the first game piece, and turning the second game piece to display the same player alignment indicia as that displayed on the first game piece.

11. (ORIGINAL) The method of claim 10 wherein indicia on only one side of each game piece are displayed when game pieces are arranged on a game board.

12. (ORIGINAL) The method of claim 10 wherein manipulating includes moving a game piece substantially in a direction indicated by the displayed directional indicia on the game piece to an unoccupied space on the game board.

13. (ORIGINAL) The method of claim 11 wherein manipulating includes reorienting a game piece to change the at least one direction indicated by the displayed directional indicia on the manipulated game piece without changing the displayed player alignment indicia on the manipulated game piece.

14. (ORIGINAL) The method of claim 13, further including:
determining a winner if each game piece displays the same player alignment indicia.

15. (ORIGINAL) The method of claim 14,
wherein at least some predefined spaces on the game board are each substantially adjacent to at least one other predefined space;

wherein each game piece may be moved only to an unoccupied space substantially adjacent to the space occupied by the game piece; and

wherein the displayed player alignment indicia on a first game piece may be compared only with the displayed player alignment indicia on a second game piece occupying a space substantially adjacent to the space occupied by the first game piece.

16. (ORIGINAL) The method of claim 15 wherein player alignment indicia is based on color.

17. (ORIGINAL) The method of claim 16 wherein directional indicia is represented by an arrow.

18. (ORIGINAL) The method of claim 10 further comprising associating each player alignment indicia with at least one player; such that each game piece may be manipulated only by a player associated with the player alignment indicia displayed on the game piece.

19. (CURRENTLY AMENDED) A moveable game piece for use in a game, comprising:

a first face and a second face, each face having player alignment indicia and directional indicia ~~indicating~~ **adapted to indicate** a direction;

wherein player alignment indicia on the first face ~~of~~ the game piece ~~represents~~ **is adapted to represent** a first player alignment and player alignment indicia on the second face of the game piece ~~represents~~ **is adapted to represent** a second player alignment; and

wherein the game piece is configured to display one face when the game piece is placed on a surface.